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	1 Field									
	SF 1			SF 2		SF 3		SF 4		SF 5
	Address	Sustain = 16		Address	8		4		2	1
Input luminance =16										
Input luminance =15										

Figure 1

	Field										
Sustains per subfield	1	2	5	10	18	28	42	60	83	111	
Number of Combinations											Output luminance
0											
1	1										1
2	1	2									3
3	1	2	5								8
4	1	2	5	10							18
5	1	2	5	10	18						36
6	1	2	5	10	18	28					64
7	1	2	5	10	18	28	42				106
8	1	2	5	10	18	28	42	60			166
9	1	2	5	10	18	28	42	60	83		249
10	1	2	5	10	18	28	42	60	83	111	360

Figure 2

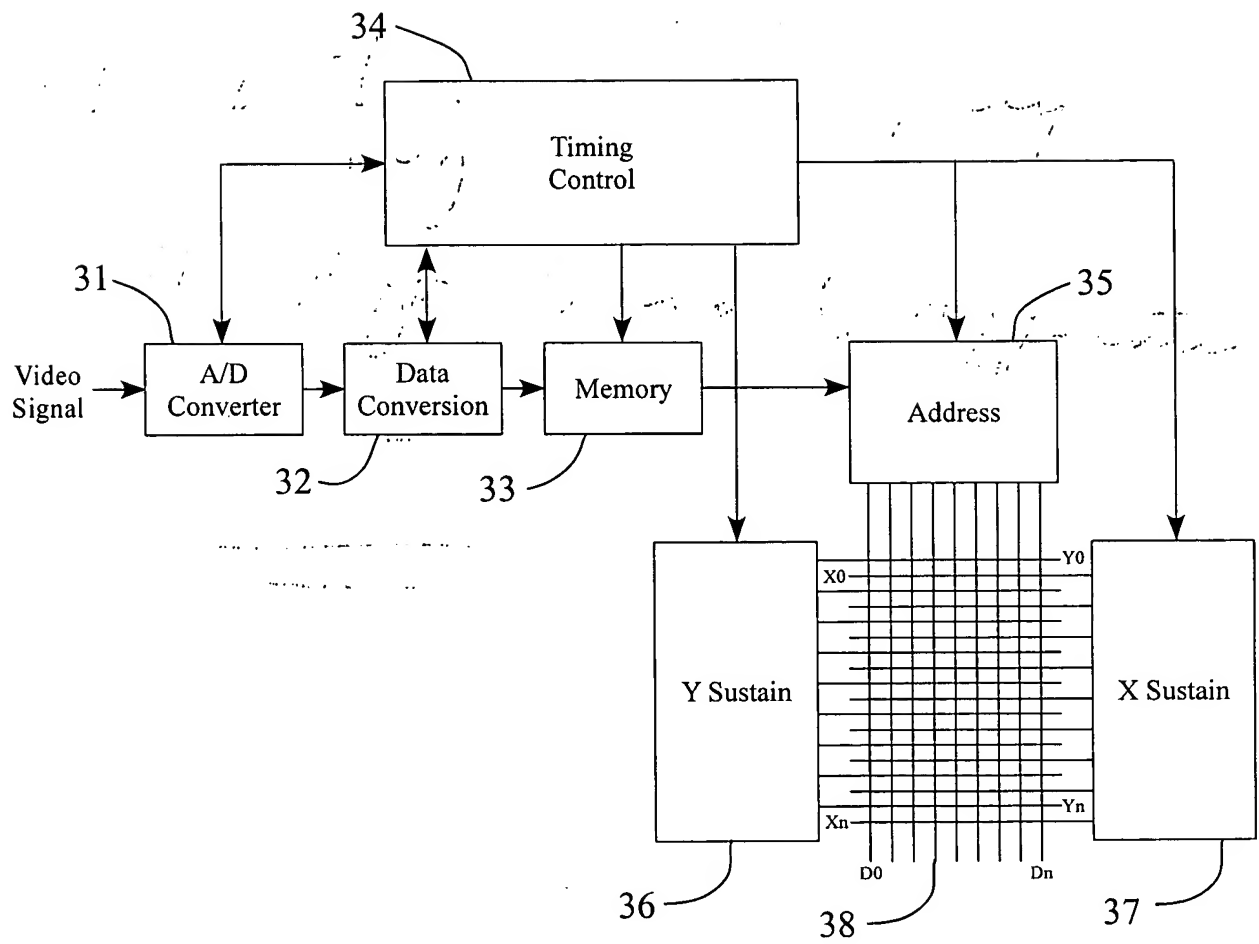


Figure 3

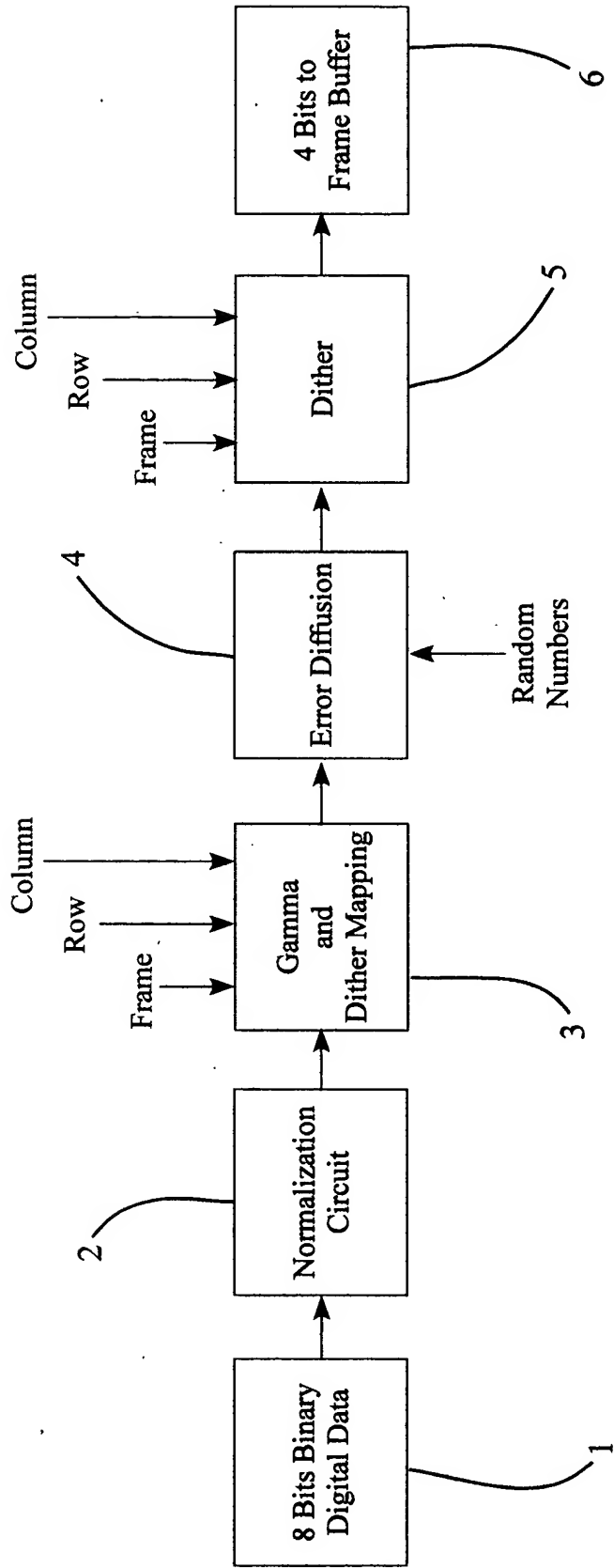


Figure 4

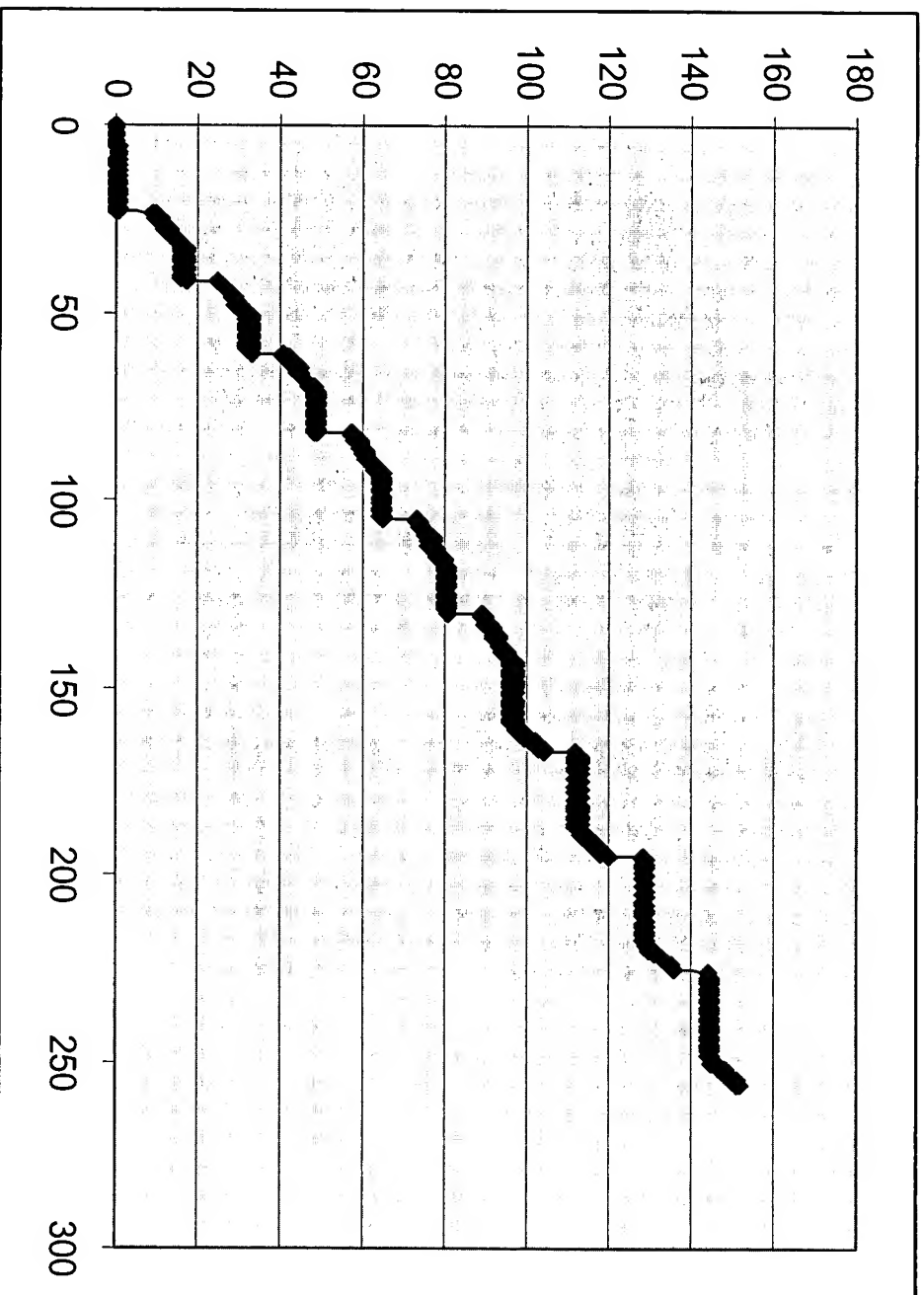


Figure 5a

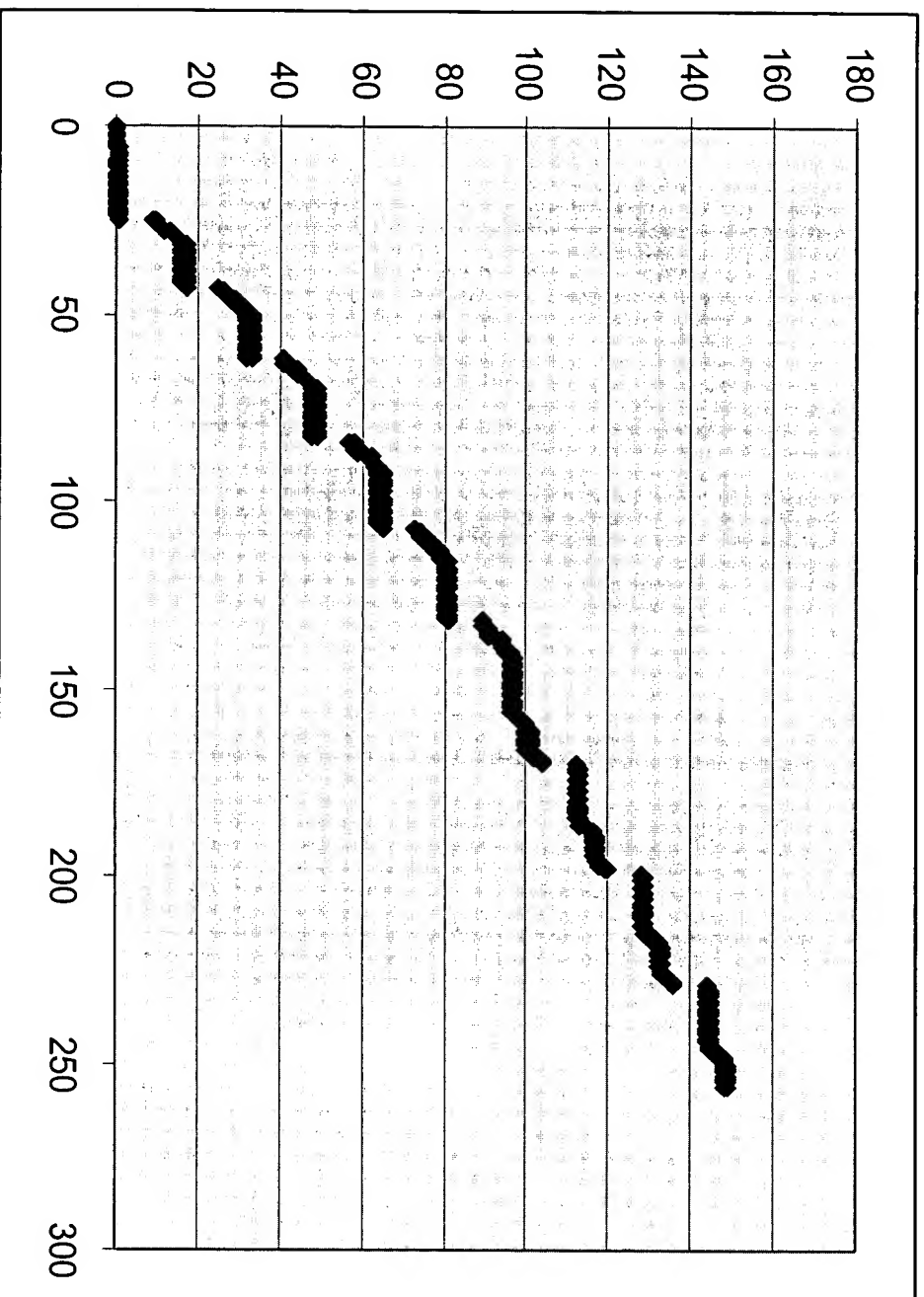


Figure 5b

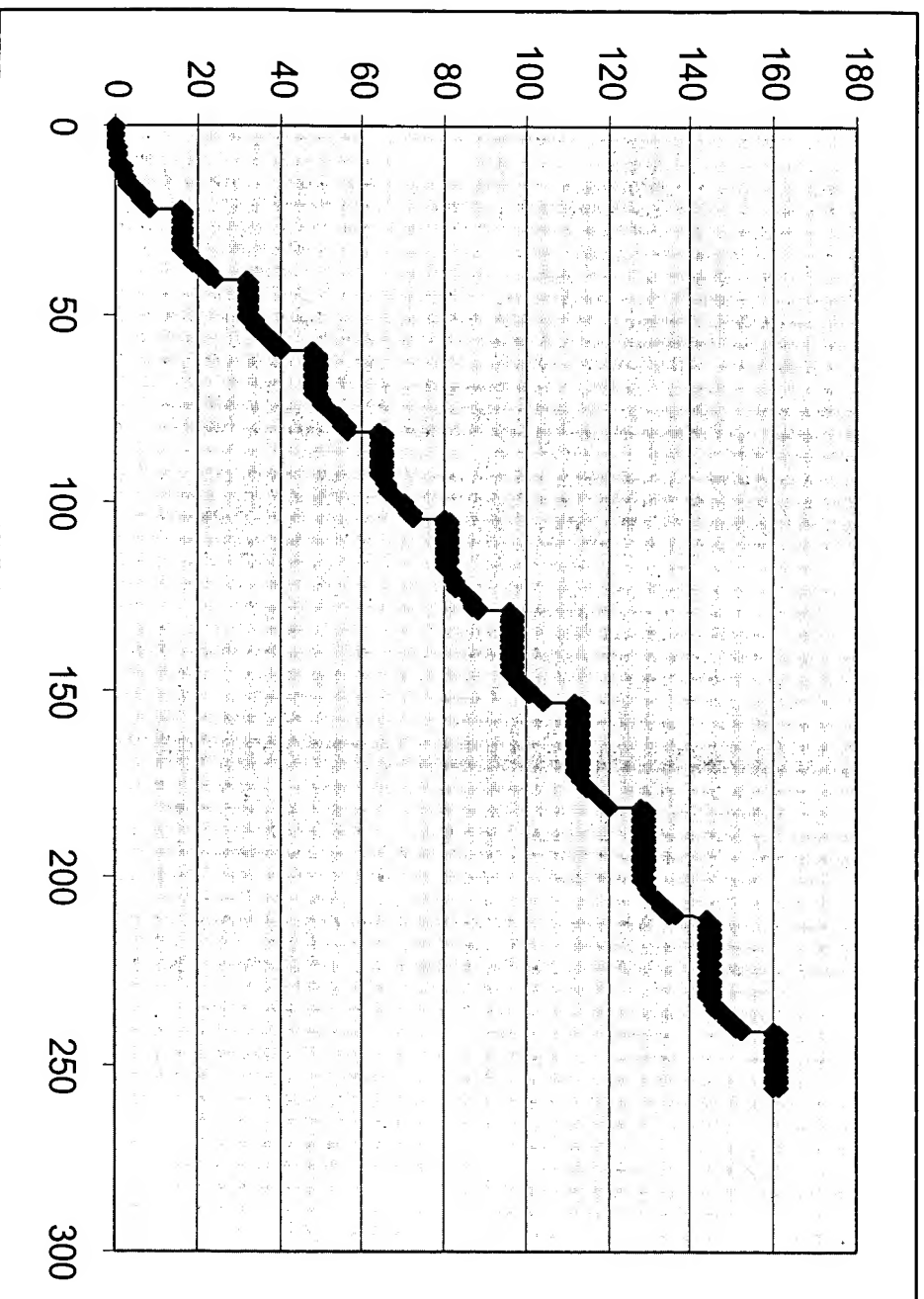


Figure 5c

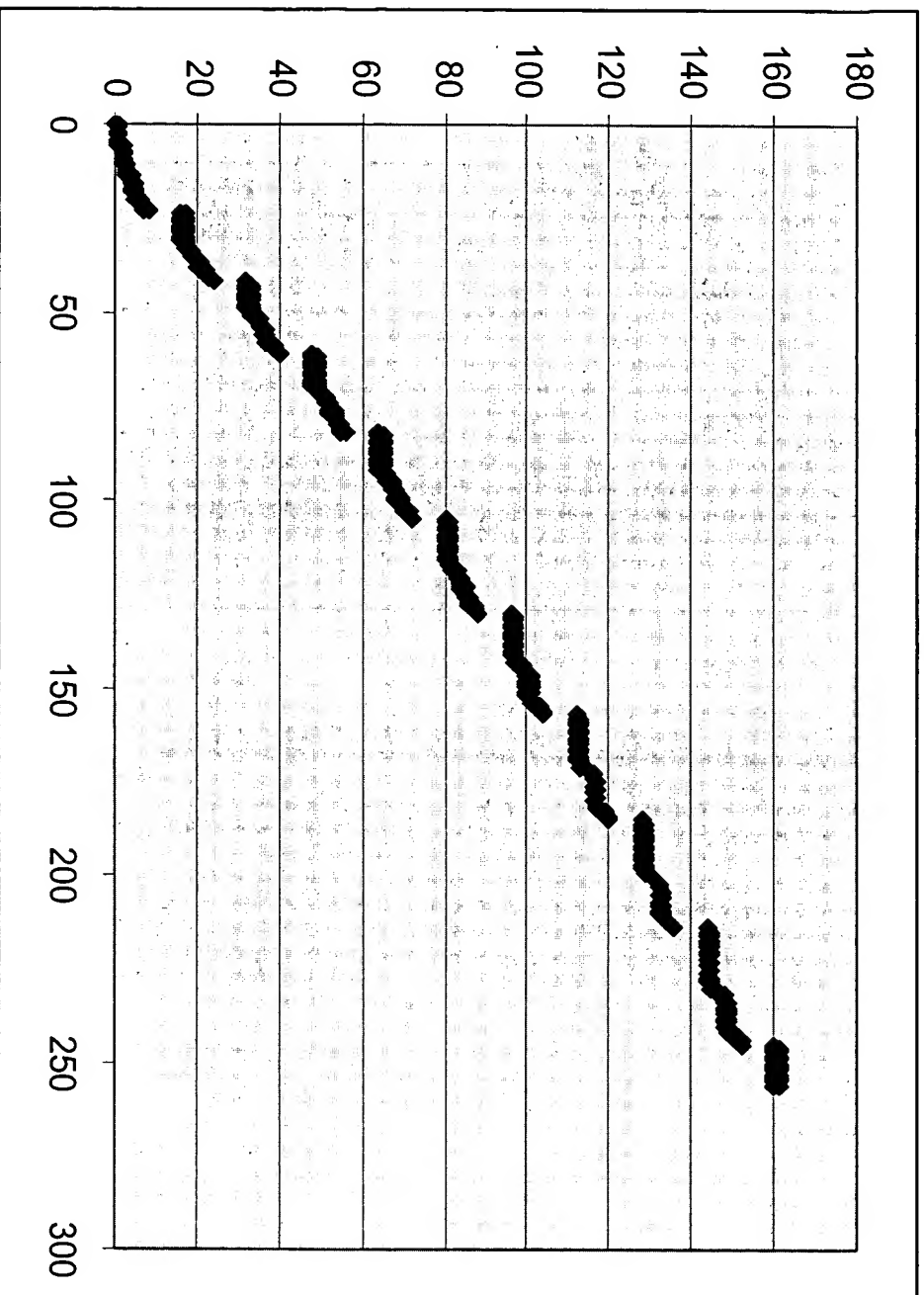


Figure 5d

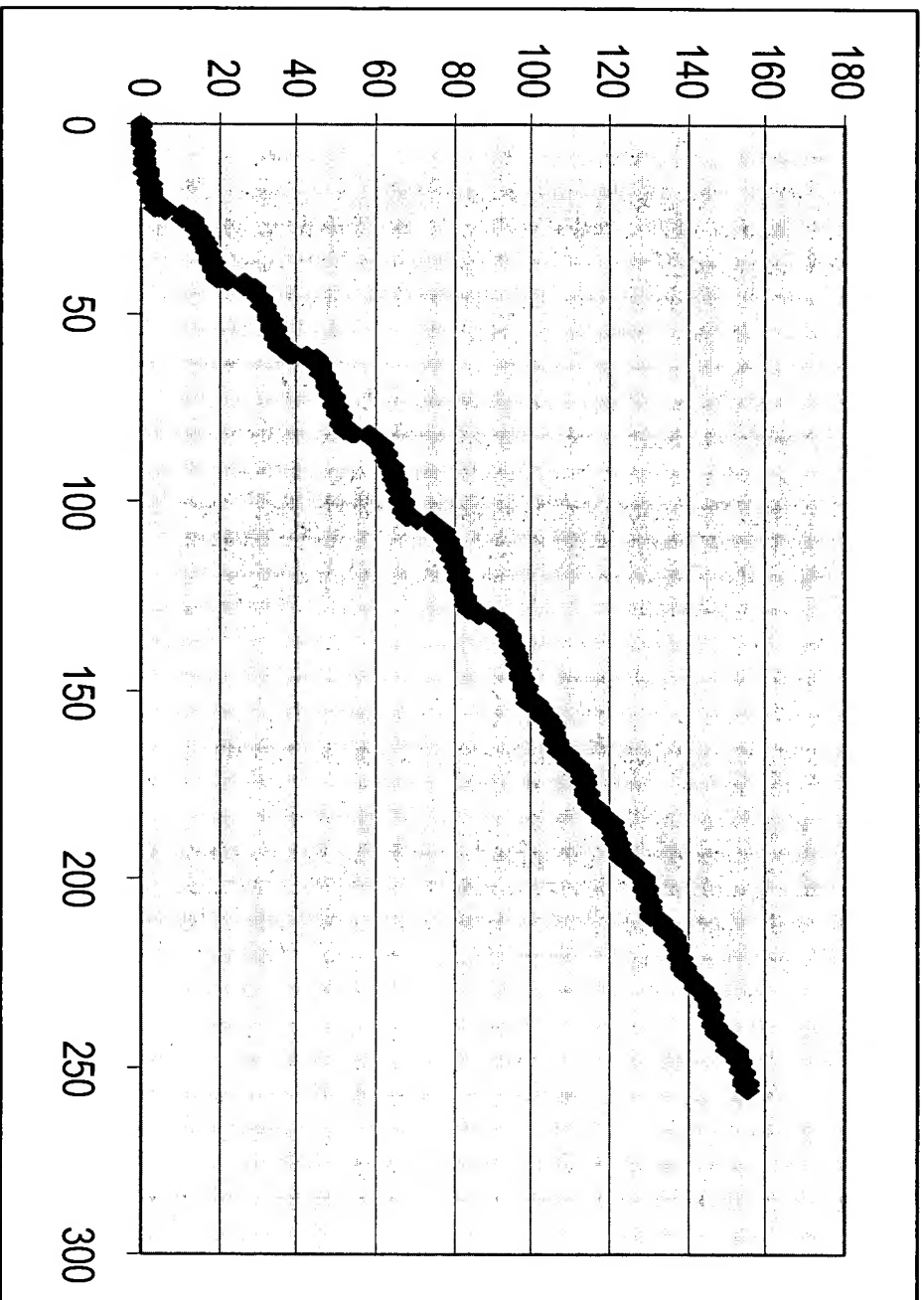
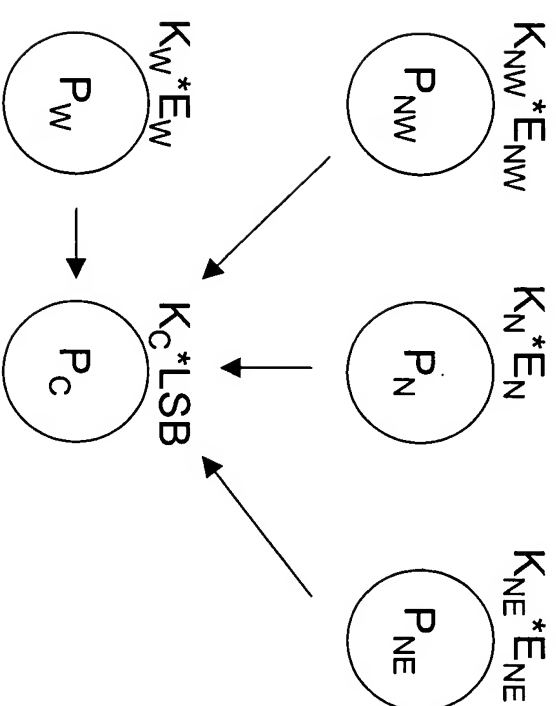


Figure 5e



$$E_C = K_{NW}^*E_{NW} + K_N^*E_N + K_{NE}^*E_{NE} + K_W^*E_W + K_C^*LSB$$

Figure 6

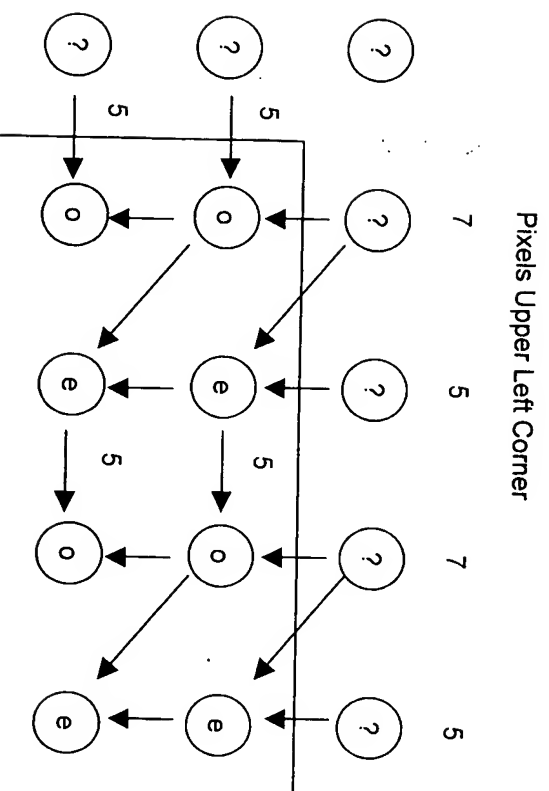


Figure 7

Frame 1

1	2
3	4

Frame 2

2	1
4	3

Frame 3

4	3
2	1

Frame 4

2	1
4	3

Repeat Frame 1

Figure 9a

Pixel Turn-On Order, Low Luminance Input

Frame 0				Frame 1				Frame 2				Frame 3			
1	9	3	11	6	14	8	16	3	11	1	9	8	16	6	14
15	7	13	5	12	4	10	2	13	5	15	7	10	2	12	4
3	11	1	9	8	16	6	14	1	9	3	11	6	14	8	16
13	5	15	7	10	2	12	4	15	7	13	5	12	4	10	2

Figure 9b

Pixel Turn-On Order, High Input Luminance

Frame 0				Frame 1				Frame 2				Frame 3			
1	14	2	13	7	12	8	11	1	14	2	13	7	12	8	11
16	3	15	4	10	5	9	6	16	3	15	4	10	5	9	6
8	11	7	12	2	13	1	14	8	11	7	12	2	13	1	14
9	6	10	5	15	4	16	3	9	6	10	5	15	4	16	3

Figure 9c

Pixel Turn-On Order, Low Input Luminance

Frame 0				Frame 1				Frame 2				Frame 3			
8	3	6	4	5	1	8	4	6	4	8	3	8	4	5	1
1	5	2	7	3	6	2	7	2	7	1	5	2	7	3	6
6	4	8	3	8	4	5	1	8	3	6	4	5	1	8	4
2	7	1	5	2	7	3	6	1	5	2	7	3	6	2	7

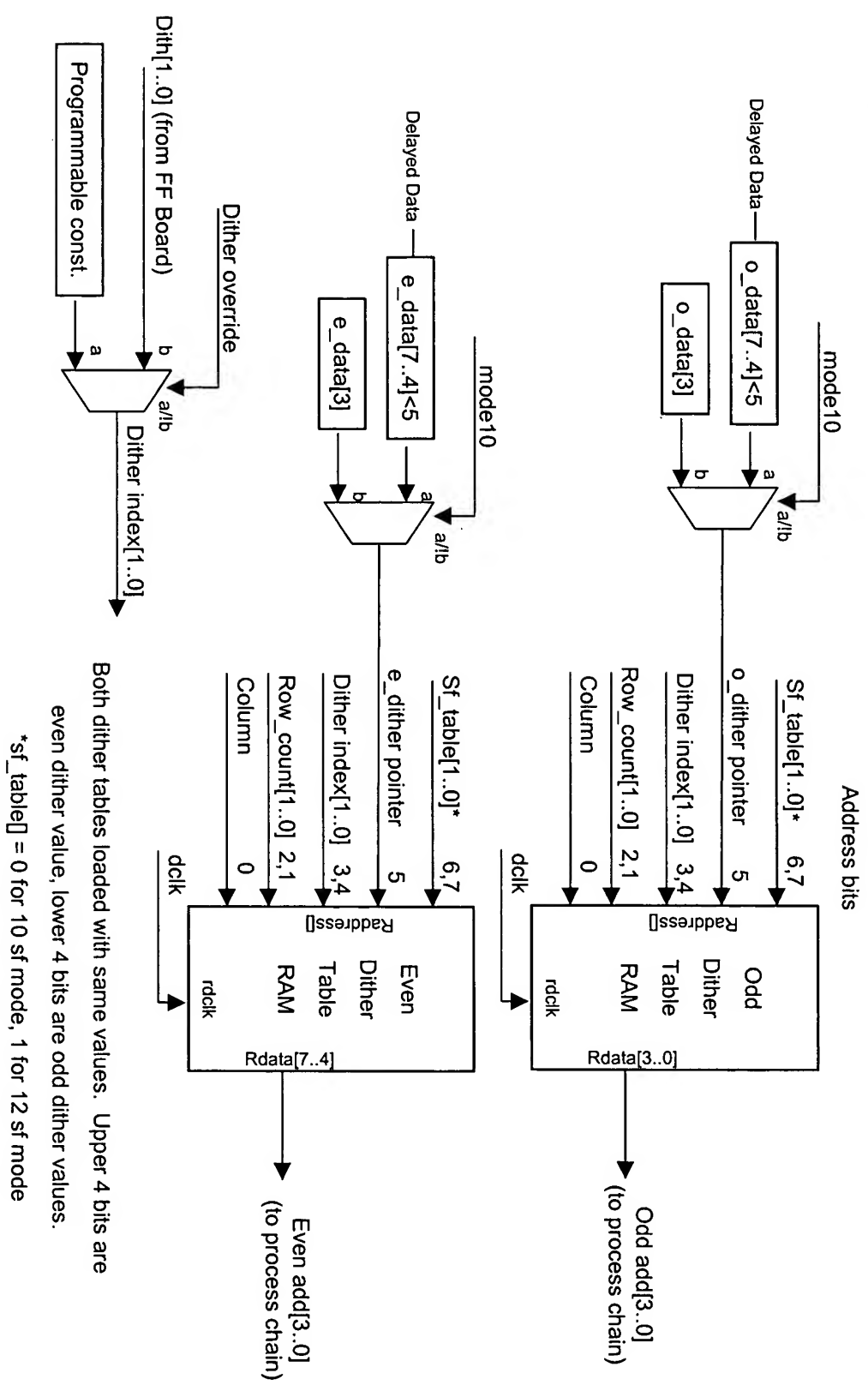
Figure 9d

Pixel Turn-On Order, High Input Luminance

Frame 0				Frame 1				Frame 2				Frame 3			
2	8	1	7	1	7	2	8	1	7	2	8	2	8	1	7
6	4	5	3	5	3	6	4	5	3	6	4	6	4	5	3
1	7	2	8	2	8	1	7	2	8	1	7	1	7	2	8
5	3	6	4	6	4	5	3	6	4	5	3	5	3	6	4

Figure 9e

Dither Coefficient Lookup



Both dither tables loaded with same values. Upper 4 bits are even dither value, lower 4 bits are odd dither values.

*sf_table[] = 0 for 10 sf mode, 1 for 12 sf mode

Figure 9f

Light Pulse Min and Max APL

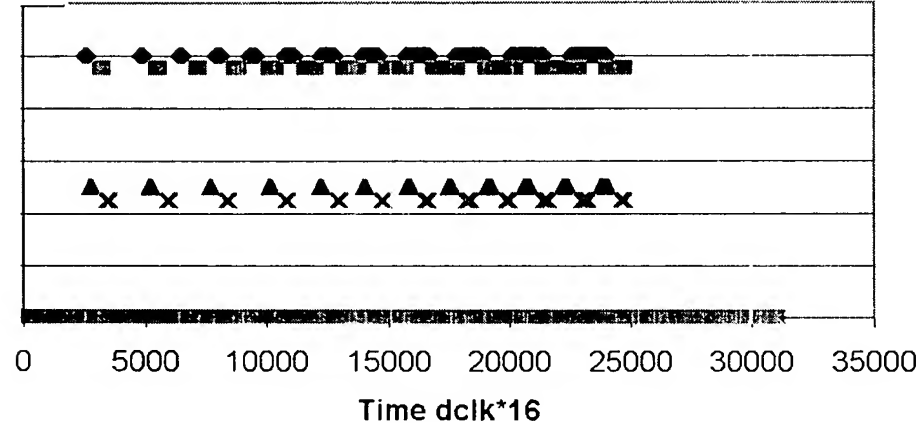


Figure 10

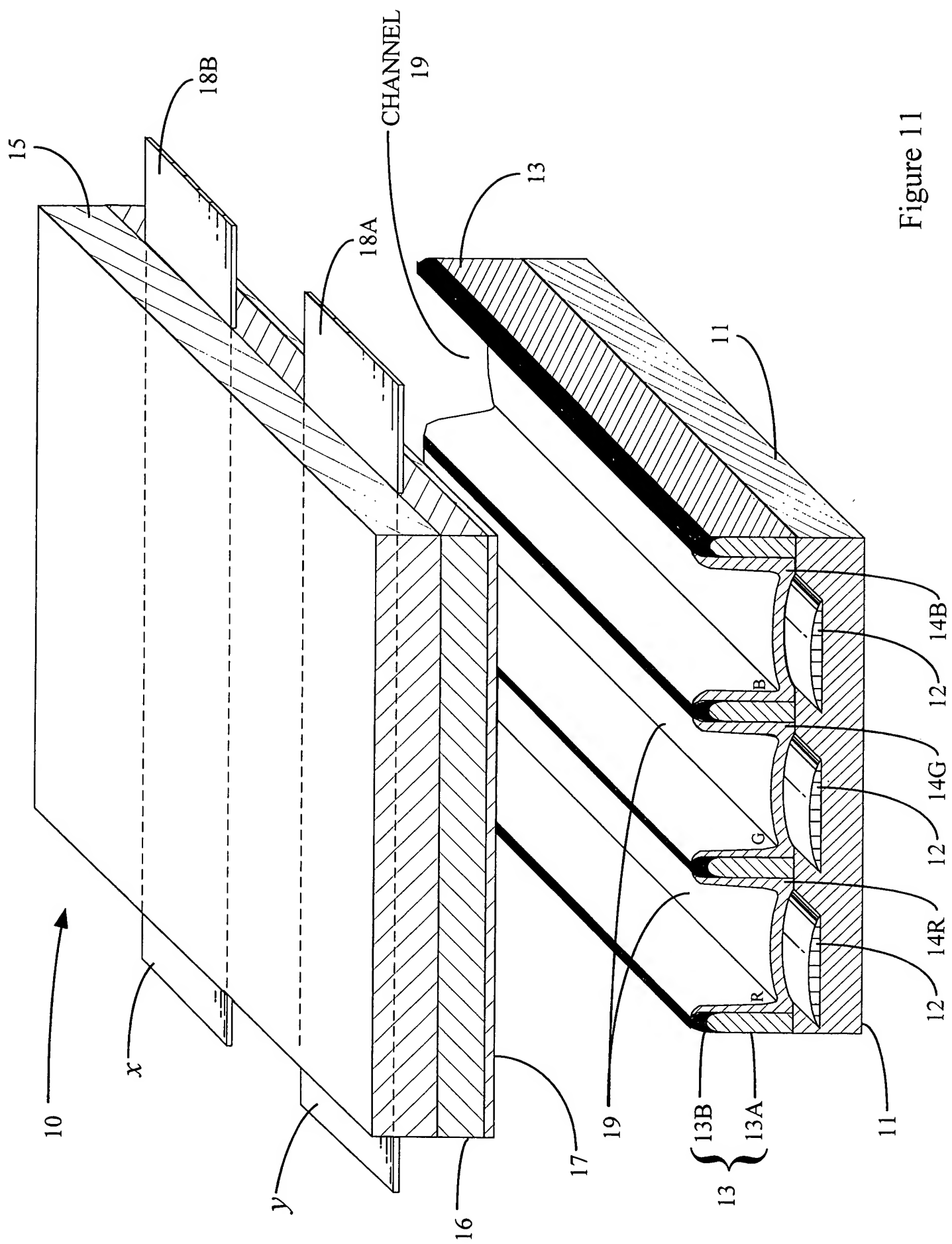
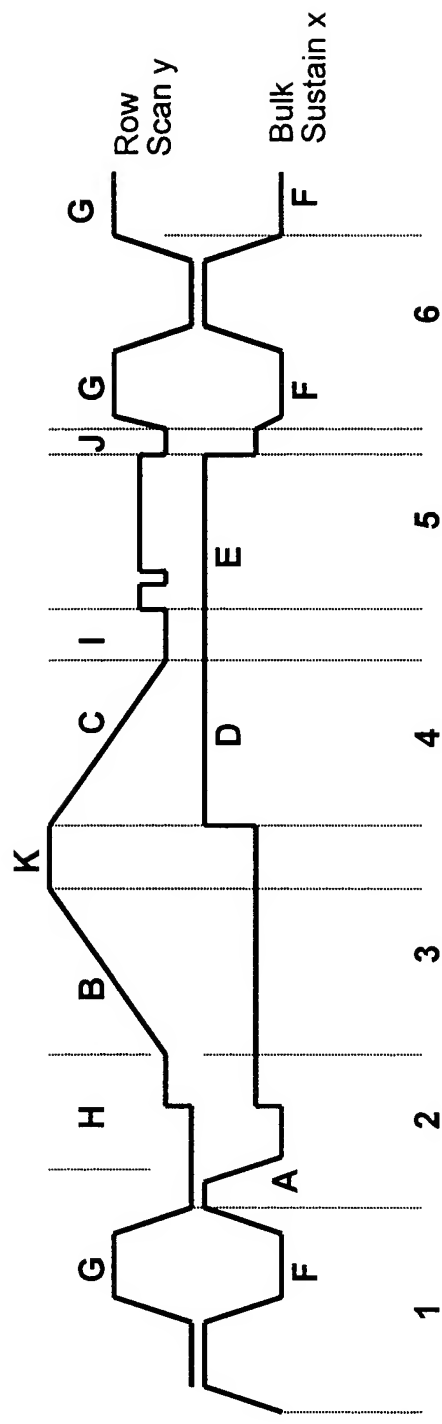


Figure 11



- 1 SUSTAIN PHASE
- 2 PRIMING PHASE FOR RAMP RESET
- 3 UP RAMP RESET
- 4 K- IDLE TIME BEFORE NEGATIVE RAMP RESET
- 5 DOWN RAMP RESET
- 6 I- IDLE TIME BEFORE ADDRESSING
- ADDRESSING
- J- IDLE TIME BEFORE SUSTAINING
- SUSTAIN PHASE

Figure 12

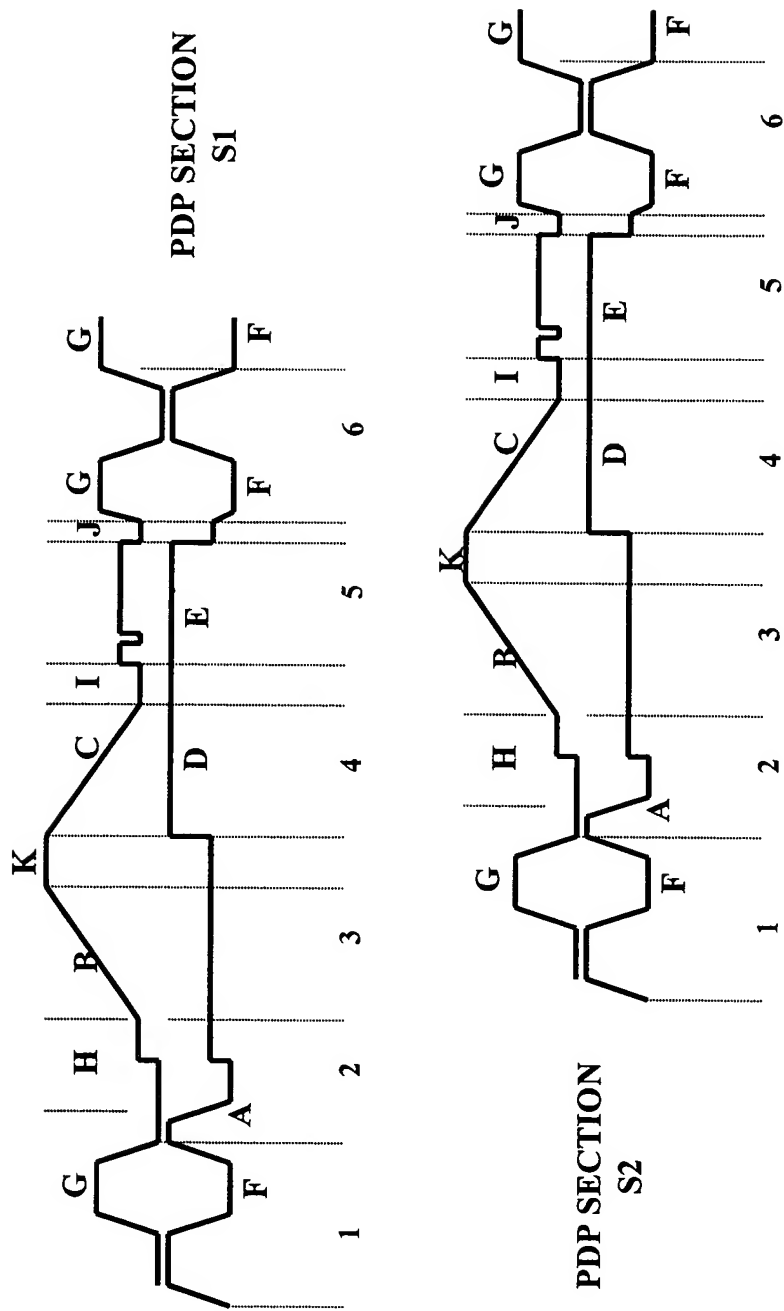


Figure 13

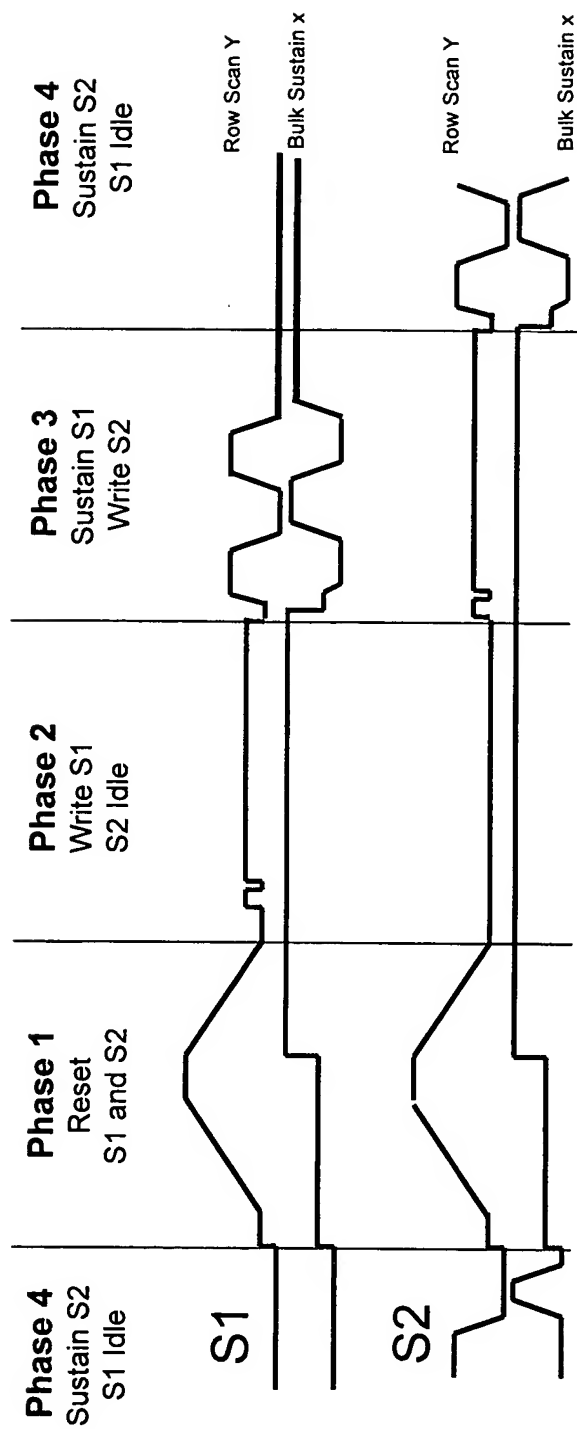


Figure 14

Figure 15

